Club Nintendo®

Volume 2 - 1990 Issue 6

DOUBLE DRAGON 1&2

Double Coin-Op Action!

GAME BOY

More Portable Entertainment

TIPS AND TRICKS

Mike Tyson Code Revealed

SNEAK PEEKS

Bumper Yuletide Special

A Merry Christmas To All Our Club Nintendo Readers

Check It Out!

Here you'll find a list of games that are currently available for your NINTENDO ENTERTAINMENT SYSTEM.

ADVENTURE SERIES

- **Faxanadu.....NEW**
- Fester's Quest™
- Goonies II™
- Kid Icarus™
- Legend of Zelda™
- Mega Man™
- Metal Gear™
- Metroid™
- Robo Warrior™
- Simon's Quest™
- Super Mario Bros.™
- Super Mario Bros. 2™
- Zelda II -The Adventure of Link™

ACTION SERIES

- Adventures of Lolo....
- Airwolf
- Balloon Fight™
- Batman
- Bionic Commando™
- **Black Manta.....NEW**
- Bubble Bobble™.
- Clu Clu Land™
- Cobra Triangle™
- Ice Climber™
- Kung Fu™
- Pinball™
- Skate or Die
- **Silent Service.....NEW**
- Teenage Mutant Hero Turtles
- Tetris
- Tiger Heli™
- Urban Champion™
- Wizards & Warriors™
- Spy vs Spy™

PROGRAMMABLE SERIES

- Excitebike™
- Mach Rider™
- Wrecking Crew™

SPORT SERIES

- Baseball
- Blades of Steel™
- Double Dribble™
- Golf
- Mike Tyson's Punch-Out!!™
- Rad Racer™
- R.C. Pro-Am™
- Soccer
- Tennis
- Track & Field II™
- **World Wrestling™.....NEW**
- 10-Yard Fight ™(American Football)

ARCADE SERIES

- Castlevania™
- Double Dragon II
- Donkey Kong™
- Donkey Kong Classic™
- Ghosts & Goblins™
- Gradius™
- Gunsmoke™
- Ikari Warriors™
- Life Force™
- Mario Bros.™
- Paperboy
- Popeye™
- **Robocop™.....NEW**
- Rush 'N Attack™
- Rygar™
- Section Z™
- Solomon's Key™
- Top Gun™
- Trojan™
- Xevious™

Check It Out! GAME BOY GAME PAK

- Alleyway™
- Golf
- Solar Striker™
- Super Mario Land™
- Tennis
- Qix™

COMING SOON

Pinball - Revenge of the Gator	Feb 91
Wizards & Warriors™	Feb 91
Balloon Kid	Feb 91
Kwirk	Feb 91

LIGHT GUN SERIES

- Duck Hunt™
- Gumshoe
- Hogan's Alley™
- To the Earth™
- Wild Gunman™

COMING SOON

Mega Man 2	Dec 90
Double Dragon	Jan 91
Probotector	Jan 91
Snake Rattle 'N Roll	Feb 91
Pinbot	Feb 91
Stealth ATF	Feb 91
Bayou Billy	Feb 91
Super Off Road	Feb 91
Solar Jetman	Feb 91
Ducktales	Mar 91

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Club Nintendo®
PO Box 104
Fareham
Hants, PO16 8UR

SUPER MARIO SAYS

Is it really Christmas again already? It only seems like yesterday that we published the festive 1989 issue, yet, here I am, trying desperately once more to stop Luigi eating all of the mince pies in between putting together a really packed Christmas Club Nintendo!

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To help make this Christmas really special, we've released some of the highest quality games ever. Martial art adventures are top of the list, with a double helping of Billy and Jimmy Lee's escapades in the **"Double Dragon"** series. Both games are a real knock-out, bringing some of the best arcade excitement to the NES that we've ever seen! On top of that, there's the enigmatic **"Black Manta"**, who's taking on some real evil terrorists in Taito's new action game.

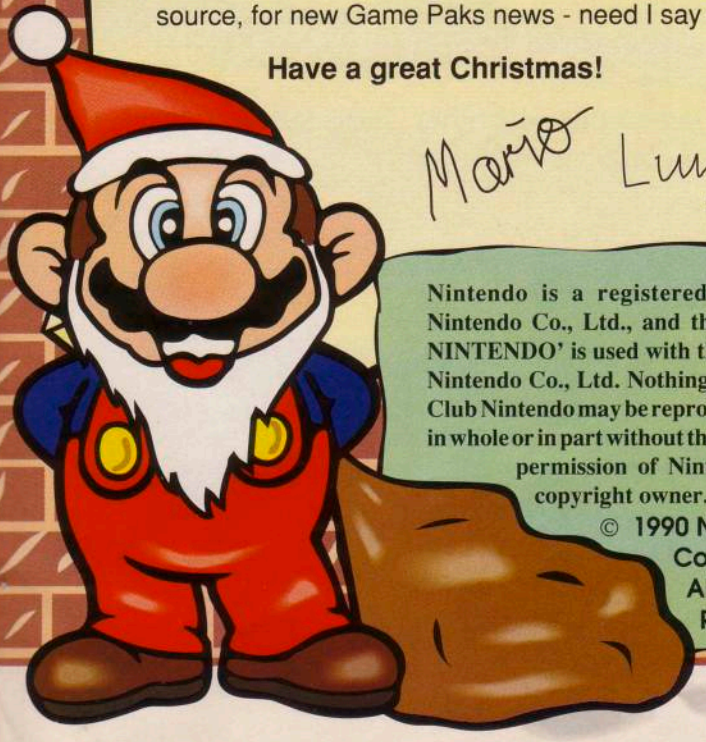
For adventure fanatics the Christmas season sees the arrival of **"Faxanadu"**. There's enough mysteries and problems in this one to keep you going well into 1991! Tecmo's **"World Wrestling"** offers all of the incredible atmosphere and action of the same sport, and, finally, Konami's **"Probotector"** brings more arcade-style play onto your screens! All are fully reviewed in this issue, proving that Club Nintendo is the only place to get the real information about the latest NES games!

But Hang on - I haven't finished yet! We have four pages of Sneak Peeks, which sees the return of **"Mega Man"**, and a visit from Uncle Scrooge (well, it is Christmas!), video shorts of **"Paperboy"** and **"Spy vs Spy"**, two pages of Game Boy news, PLUS some of the best NES tips that we've ever published! It's certainly been tough putting this magazine together, but, I'm sure you'll agree that it's been worth it!

As it is Christmas, there will soon be even more NES owners out there. If you know someone who is receiving the world's number one games system on December 25th, then be sure to tell them about Club Nintendo. It's still free to all NES owners, and well as being the official, and the best source, for new Game Paks news - need I say more?!

Have a great Christmas!

Mario Luigi



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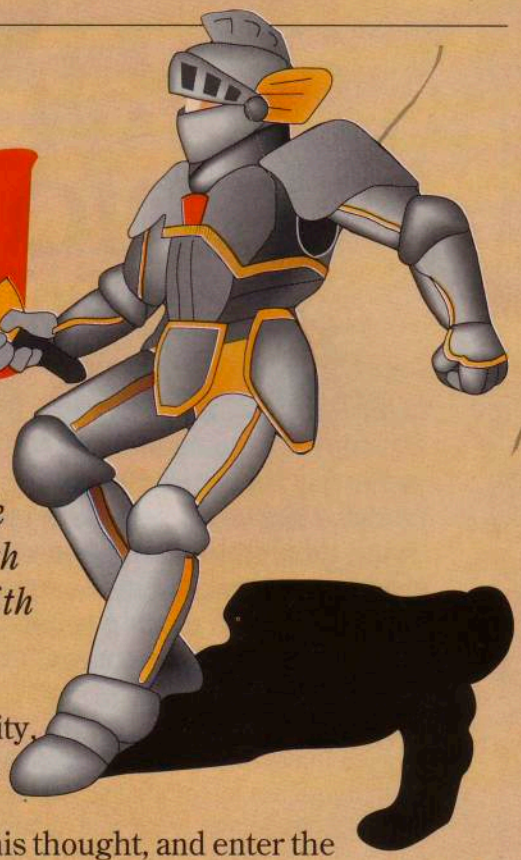
President	Super Mario
Editors	Mark Smith
	Catherine Chenuaud
Photography	Dennis Hemmings
Art	Catalyst Publishing
	Nintendo Co., Ltd.
Typesetting & Printing	Catalyst Publishing England
Editorial Office	Club Nintendo
	PO Box 104
	Fareham Hants
	PO16 8UR England
Editorial/ Helpline	(UK) 0626 65500
Warranty/Repairs	(UK) 0923 818038
Consumer Queries	(UK) 0462 490525

Faxanadu



It's been a long, arduous journey that has taken you far and wide across the great elvin world, but now, you're going back to your hometown of Eolis. You can't wait to be re-united with your family and friends - you might even get an audience with the king...

You arrive at the gates of the city, weary and hungry. Nobody is there to greet you, which you find a little strange, but you dismiss this thought, and enter the place you've longed to be for some time. It's then that you learn the terrible truth...

The whole World Tree has been invaded by crazy monsters, meteors are raining down from above, wells are drying up, and your people are gripped in fear. The cause of these atrocities is the Evil One, who dwells beyond the World Tree, in a place where nobody has dared to go previously. You are appalled by what has happened, and decide to take on the Evil One and return peace back to Eolis...

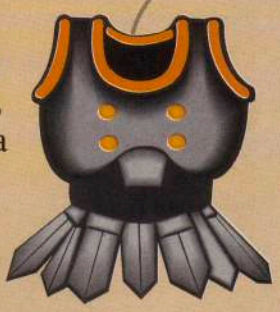
BATTLING THE EVIL ONE

"Faxanadu" is the latest in a string of top class adventure games, not unlike classics such as **"Simon's Quest"** and **"Zelda II: The Adventure Of Link"**. Your ultimate goal is to find the Evil One and destroy him, which will return peace to the World Tree and the surrounding towns. During your quest, you will need to talk to townspeople, buy items from traders, cast magic spells, explore the enormous landscape, solve problems and battle evil monsters. It's a very involving game, allowing interaction with other characters in a role playing environment, and it certainly isn't an adventure that you will complete overnight!

PLAYER ATTRIBUTES

During play, you can inspect different parts of your elf characteristics. Experience points, rank, health and magic levels, and the current items can be listed, along with your weapons and possessions. You are only allowed to carry a certain amount of items, so choose wisely!

TRADESMEN



In many of the villages, you will be able to find traders with many different items to sell. Weapon shops, armour shops, shield traders, hardware stores, and key shops can all be found, each one selling a variety of their specified item.

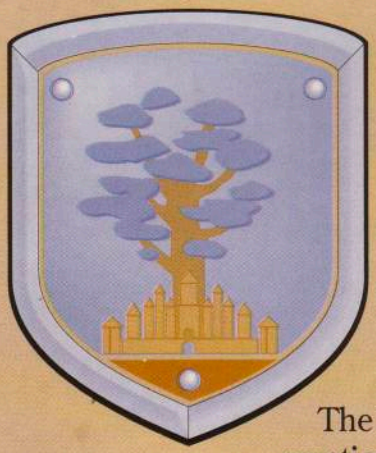
There are also magicians and martial art experts, who will teach you their arts and how to use them. Saloons, hospitals and food shops also appear in different towns and villages.

Obviously, before you can buy anything, you need to have money. The king will grant you a small fortune before you leave for your quest, and you will also be rewarded if you destroy the wandering monsters. If you are really short of cash, then you can always sell some of your possessions...

Many items can also be found, some of which are invaluable, and cannot actually be bought anywhere else. Guard them well!

VISITING THE GURU

By visiting the guru in each town, you are able to collect a code, so that you can continue your game later. The guru can also perform special magic spells, such as raising your rank (as long as you have sufficient experience!).



EXPLORING THE WORLD TREE

"Faxanadu" is a magical game, full of intense mysteries and riddles, and realistic interaction sequences. This means that it is every bit as good as past adventure games, being a truly absorbing game which is both difficult and satisfying.

The World Tree itself is a huge domain, over-run by mystical creatures, and packed with a number of landscapes. Making a map is essential, so having a friend around while you play is helpful.

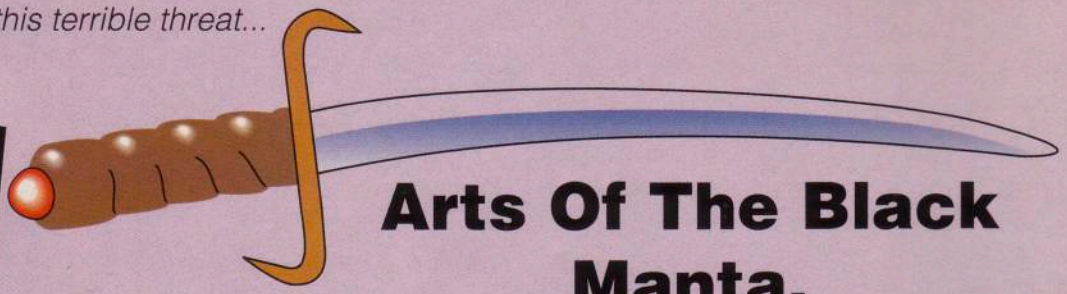
As you go through the game, you will come up against different problems. How do you knock down that wall? Just where do you get the key with that arcane sign? As in any other adventure game, the secret is to take note of all of the clues presented to you, and use them to find new places and items.

"Faxanadu" is one of the most enjoyable and intriguing games that we have seen. It offers hours of endless fun, and it is a game that no adventurer should be without!

WRATH OF THE BLACK MANTA

In the dark of the night, a lone figure leaps from the shadows, and captures a DRAT (Drug Runners And Terrorists) informant. Sneaking quietly back into his secret base, the informant soon gives in to the strangers' strong interrogation. He can't help but wonder just how the dark, nameless figure knew what was going on...

The vigilante learns that children are being kidnapped by DRAT to deal in drugs - the children are far less conspicuous than the terrorist organisation's hoodlums. They intend to flood the world drug market with lethal substances, leaving a clear path for them to dominate the world. With secret bases from New York to Tokyo, DRAT thought that nothing could go wrong. Yet something just has - the Black Manta is on their trail! Angered by their inhumane and despicable crimes, he begins a journey that will take him across the globe, and back again. But, whatever it takes, the wrath of the Black Manta will stop these atrocities, and make the world safe from this terrible threat...

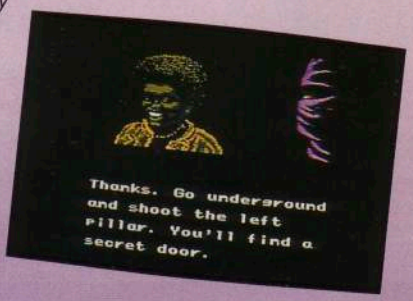


Arts Of The Black Manta.

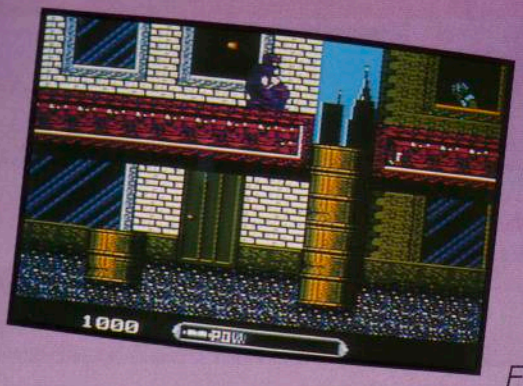
As strong as an ox, yet as agile as a cat, the Manta is one man to be feared, even without his awesome ninjitsu skills and magic. He begins his quest with four different powers, and he can gain extra ones as he completes each journey. He also has other defences, including ninja darts and a short sword, for making swift work of his enemies.

Some powers are used more often than others, for example, Art Of The Shadow creates a second phantom Manta, which proves priceless against the tougher thugs, while the Art Of Invisibility allows the Manta to sneak past his unknowing adversaries. Other arts, such as teleportation, lightning and spider aren't needed quite as much, but they will get you out of some sticky situations!

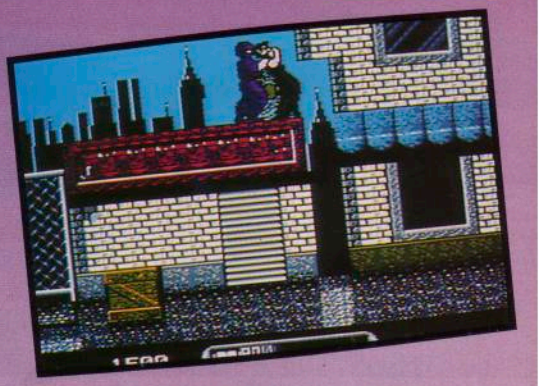
Finding Clues.



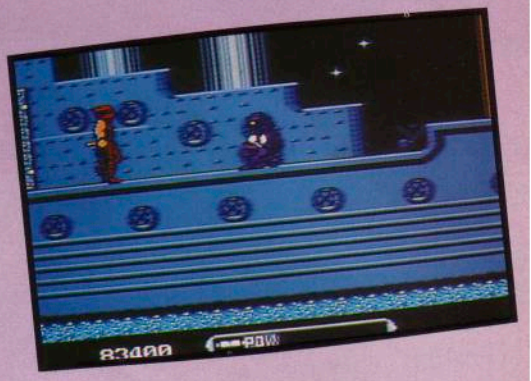
"The Wrath Of The Black Manta" *is notably different from many other games of the genre, as to progress through each stage, you need to discover different clues. Finding notes left by the cleverest children leads to secret doors, while rescuing children and questioning informants rewards you with new information. Take note of what you are told - it will be invaluable for later in the game!*



Battling The Drug World.



Five different levels await any budding Manta, taking you all round the world before ultimately, reaching DRAT's headquarters. Each level contains hundreds of armed goons, and arcane ninjas, who wait in ambush for the Manta to appear. Using his plethora of skills, our ninja hero must overcome the odds, fight off the mean adversaries and rescue the children.



The first stage takes place in the suberbs and sewers of New York. This place is littered with secret rooms, informants and doors, which lead to extra powers or more goons, who lie in wait for you!

'Tiny' guards the route leading to Tokyo, and his orders are to stop you - whatever the cost. He's absolutely enormous (check out the graphics!), but, as they say, the larger they are, the harder they fall!

In Tokyo, evil ninjas enter the fray, brandishing swords, and swarming through the night on magic carpets. The Land of the Rising Sun presents many new and dangerous traps and enemies than before, giving the Manta less time to think and act. But he must be quick - innocent children are caught up in this nightmare, and they are crying out for a saviour!

Rio De Janiero, a return flight to New York, and a trip to the DRAT headquarters completes the Manta's quest. It's certainly not an easy one, but there's a threat out there to all the responsible citizens of the world, in the form of illegal drugs, and somebody has to stop it!

CINEMA ATTRACTIONS...

One of the main attractions of the game, apart from the compelling gameplay, are the movie sequences in-between each level. Colourful and detailed graphics give the game an involving atmosphere, capturing the dark, dank mood of the scenario. Close ups of the Manta questioning informants and kids also brings the game to life, as well as providing you with new clues!

WORLD WRESTLING

Welcome to the main event, grappling fans - it's the one that we've all been waiting for! There are twelve wrestlers lined up here at the Tecmo Coliseum to slug it out with each other - all for your entertainment! The crowd is screaming - the atmosphere's absolutely electric! And now, let us introduce the twelve guys who will thrill and excite you with their raw power and trained wrestling techniques....

Akira Dragon

The man from Japan, who's back brain kick can bust the toughest skulls!

Boris Checknov

The Russian's giant swing makes light work of a thick skull!

El Tigre

All the way from Mexico, Tigre overpowers his opponents with the exciting Back Drop.

Mark Rose

The German is known best for his expertise with the Nothern Right Suplex.

Pat Gordon

Even the strongest wrestlers can't slip out of this Greek's hold!

Julio Falcon

With his power slams and death drops, Equador's favourite fighter is a tough opponent!

Rex Beat

Big, bad and British, Rex beats his opponents into the ground with the powerful Death Drop!

Randy Gomez

Power bombing is this Venezuelan's speciality.

Jackie Lee

The master of the martial arts has a kick or two up his sleeve!

Dr Guildo

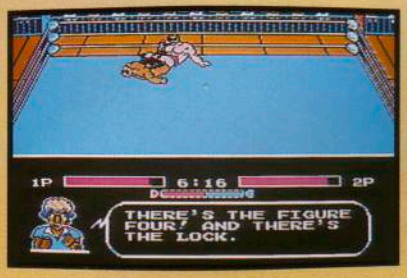
All the way from the US of A, this doctor deals out some very alternative medicine!

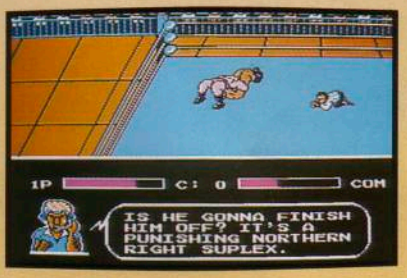
INSIDE THE GYM

All of the twelve fighters have been working out in the gym, pumping iron and hitting the peak of fitness. Perfection is the name of the game, and that includes meeting all of the strength exercises thrown at them - and then coming back for more!

STAR ATTRACTION AT THE TECMO COLISEUM

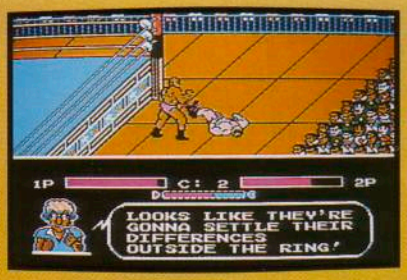
THE TECMO WORLD WRESTLING TITLE!

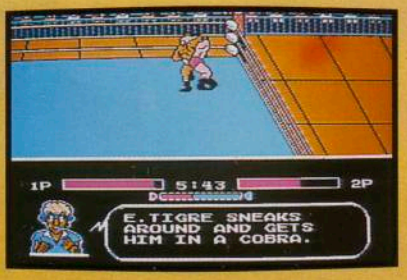




This is it! With a deafening cheer, which completely drowns out the starting bell, Rex 'British Star' Beat and El 'Striker' Tigre rush towards each other. Striker, a mere 2 inches shorter than his 6'2" opponent, takes first blood with a superbly executed back drop. Yet, Rex gets up - and now he's mad! A few slaps to the face, a kick to the groin and an unbelievable brain buster shows that the Brit means business!

The crowd is really getting behind Rex now - he's got Tigre in a punishing bear hug, that the Mexican just can't break! Oh, wow! - it must have taken every last ounce of energy for Tigre to get out of that! And he's following through with a Cobra Twist hold! There's no submission from Rex, but he looks like he's in serious pain! What a see-saw match!





This looks dangerous for the British Star - Tigre has him above the head and - oh no!! - he's actually thrown him out of the ring! It looks like they are going to have to settle their differences there! Tigre's wading in with punches and kicks, yet Rex is still standing - and now he's grabbed Striker by the hair, and has slammed him into the post! THAT LOOKED PAINFUL!! Rex is now back in the ring, but Tigre looks like he's out cold - can he make it back before the count of twenty....?

CAMERA CLOSE-UPS

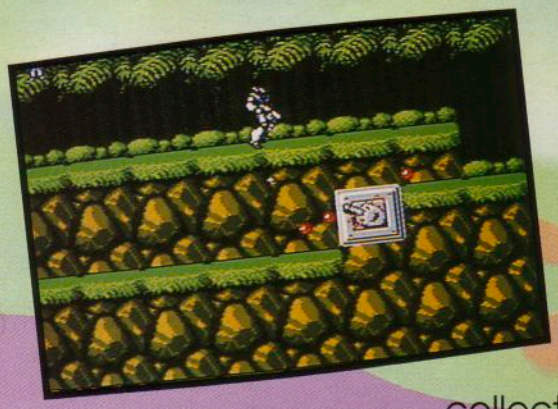
In true TV style, Tecmo brings you glorious close ups of the best techniques from the ring! Power slams, death drops and giant swings are all featured in stunning detail - it's so real, you feel like you could reach out and touch the wrestlers!

"Tecmo World Wrestling" - available only on the Nintendo Entertainment System. You would have to be crazier than Dr Guildo to miss it!

PROBOTECTOR

It's the year 2633, and the world lives in peace and tranquility, free of war and disease. Technology is at such an advance level, that science now exists in harmony with nature...

But now there is a threat to world unification. Scientists conducting top secret research discover that aliens from the planet Apocalypse are planning to destroy mankind and claim our world as their own! Without a moment's hesitation, the scientists deploy two combat androids (the PROBOTECTORS) to the alien world to combat the threat...



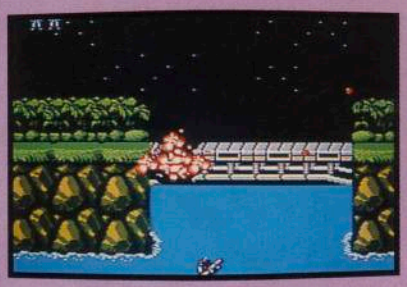
BATTLING THE ALIENS

There are eight levels of fast and furious action for the Probotector soldiers to battle through, each one inhabited by dozens of alien robots. For the androids' defence, they have a powerful high tech gun, capable of beating even the meanest alien bosses (eventually!). For greater attack power, there are weapon pods, which, when collected, will grant the heroes with a special weapon, such as rapid fire, fire balls or lasers. Barriers and mega-bombs can also be found, clearing the way for the Probotectors to reach the next stage.

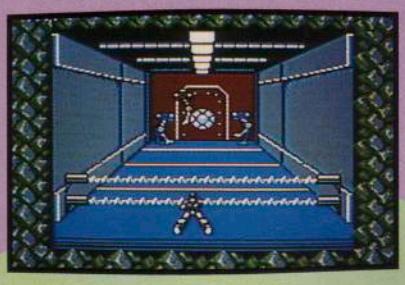
THE PLANET APOCALYPSE

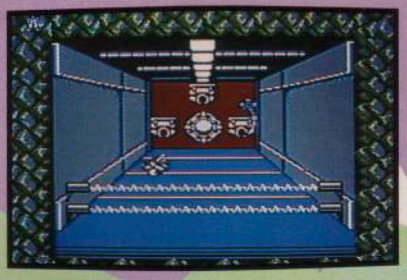
Apocalypse is heavily guarded by alien robots, sent by the alien leaders to repel the Earth's assault. The androids will have to be strong - they are going to face dangers that would instantly destroy a normal human!

LEVEL ONE



The androids land in the dense jungles of Apocalypse, with aliens already waiting in ambush for them. Bridges have been rigged with explosives, infra-red sighting gun turrets have been hidden in the undergrowth, and there are also snipers crawling out of the bushes wherever they look. The androids' athletic abilities will be pushed to the limits as they roam the area, watching each others backs in case of surprise attacks...





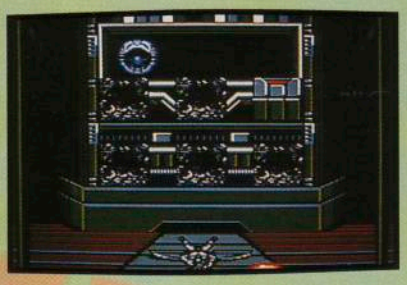
LEVEL TWO

Racing through underground tunnels, the Probotector androids will have to blow open seals and doors in an attempt to reach the aliens' secret weapon. Robots throw grenades and fire bullets in the heroes' direction, and turrets spring up out of nowhere - these aliens will stop at nothing to see the Probotectors destroyed!

LEVEL THREE

Waterfalls grace level three, hiding armed aquabots, and drowning the sound of the wild gunfire. Leaping up a steep mountain, the androids had better watch their step - one slip, and they're history!

Apocalypse holds even more traps and surprises, such as scrapes on snow-topped hills, giant spikes built solely to crush unwanted visitors, and deep pitfalls that just don't seem to end. It's certainly not a place to go for your summer vacation!



ALIEN BOSSES

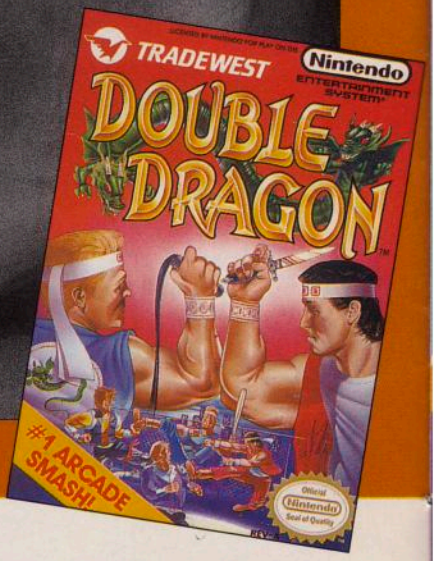
At the end of each level, the androids will face an alien boss - the last, and toughest defence of that stage. Each boss has a different weakness, and, once you've figured out what it is, all you have to do is destroy them..!

TWO PLAYER MODE

Probotector androids can attack either alone, or in a team of two. Two players controlling the robots can work great together unless one starts stealing all of the weapons!

"Probotector", from Konami, is a brilliant game, suitable for anyone looking for an addictive shoot 'em up. Billed in the arcade as Contra, it's every bit as good as it's coin-op counterpart, and a game not to be missed!

The Ultimate Dragon Slayer.



No make-believe Dragon here. This is the original. The ultimate DOUBLE DRAGON™. The top Nintendo Entertainment System game. And right now, they're in big supply!

Do whatever it takes to rescue Marian from the savage street gang of the mysterious Shadow Boss.

Get fighting mad with the Punch, Head Butts, Uppercuts, Low Kicks, Hair-Pulls and the dreaded Over Shoulder Throw.

So make sure you only insist on the ultimate Dragon slayer. The ultimate DOUBLE DRAGON from Tradewest.

Don't sit still for anything less

WE PUT YOU IN THE ACTION
TRADEWEST

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SCORES OF FUN!

COBRA TRIANGLE

Darren Pinchin	15	999,950	U.K.
Ronald V.D. Brink		997,300	Holland
Jeremy Joris	15	997,050	Belgium
Jarg Hagedam		981,350	Germany
Patrick Dovig		911,150	Switzerland

GOLF

G Paternoster	25	-19	U.K.
Julie Allison	30	-15	U.K.
Mathew Bruce	13	-15	U.K.
Frabrice Caseiro	17	-14	France

GRADIUS

Alexandre Duphil	15	3,528,400	France
Peter Roth		2,654,100	Austria
Maria Jose Toyos		2,187,400	Spain
Mark Piper	12	1,574,000	U.K.

GUNSMOKE

Cedric Reynaud	15	999,990	France
Julien Alexandre	12	838,970	France

KUNG FU

Christian Tschende	991,060	Germany
Patrick Jenni	983,580	Switzerland
Juan Carlos Martinez	589,000	Spain
Christov Frederickx	561,190	Belgium
Kieran Redhead 12	534,780	U.K.
Stefan Gulteking	506,670	Austria

LIFE FORCE

Cedric Reynaud	15	413,900	France

LEGEND OF ZELDA

Alexandre Berach	14	0 LIVES	France
Mireille Bertheau	14	"	France
Laurent Grant		"	France
Patrick Law		"	U.K.

MACH RIDER

Fred Berry	557,820	U.K.
Bond Schmid	499,860	Austria
Sebastien Paillard	433,020	France
Thamas Kanrad	427,640	Germany

MEGA MAN

Simon Gauchot	9,999,900	France
Herman Hut	9,999,900	Holland
Fabrice Pecaud	9,999,900	France
Peter Roth	9,999,900	Austria
Pieter Mestdagh	9,999,700	Belgium
Christophe Cerrato	9,965,800	France
Rene Harkema	9,902,900	Holland

PINBALL

Yarrick Poth	840,160	Belgium
Fabienne Molmy	723,250	France

RC PRO AM

Vineesh Knurana	14	335,355	U.K.
Gregory Mennecier	13	271,941	France
Cuis Martinez		201,121	Spain

RUSH N ATTACK

Martin V.D. Hoek	2,066,700	Holland
Alejandro Faull	1,546,700	Spain

TETRIS

Mark Eikema	999,999	Holland
Christian Sedmeier	999,999	Germany

TROJAN

Bas Prenger	999,300	Holland
Cuis Jarda	340,500	Spain
Sebastien Cochet	15 154,200	France
Siegfied Fels	111,750	Austria

WIZARDS AND WARRIORS

Jean-Pierre Magain	14	557,690	France
Steven Spelt		507,040	Holland
Mathew Kid	10	503,140	U.K.
Gregory Laubert	13	370,305	France
Christian + Rupert Fraisl		321,670	Austria
Danny Hufschmidt		320,805	Holland

OK, there you have it. Reckon you can beat them? Yeah? Well, if you can, then send your score, along with your name, address, age and a photo for proof, to: Scores of Fun, Club Nintendo, PO Box 104, Fareham, Hants, PO16 8UR, England.

DOUBLE DRAGON

FAMILY FEUD...

When Jimmy and Billy Lee were younger, they were inseparable. They grew up on the cold, tough streets together, learning the ways of the martial arts, to protect themselves from vicious street gangs....

But the times have changed. Jimmy now runs a ruthless gang of his own, known as the Black Warriors, and he has kidnapped his brother's girlfriend - the reason for which, Billy just cannot figure out. But he does know one thing - he's going to rescue Marion, even if it does mean going one-on-one with his brother...

"Double Dragon – The Original" is a conversion of the smash hit coin-op game, which propelled the Lee brothers to some kind of cult status. It includes all of the features that made the original such hot property – there's four frantic missions, an exciting two player mode, loads of kicks and punches to master, and much, much more! Prepare to face the might of "Double Dragon" – The Original

WAY OF THE DOUBLE DRAGON

Billy's knowledge of street brawls has got him out of many scrapes before, but he's going to need a lot more power to seriously threaten the Black Warriors! He can kick, punch and headbutt his way through the streets at first, earning experience every time that he strikes an enemy. Once this experience reaches a certain point, he will be able to perform a new move.

Powerful jump kicks are also available to Billy. They are a little more difficult to perform than a normal move, but the results are far more devastating!

THE BLACK WARRIORS

Jimmy's band of not-so-merry men are a gruesome bunch, trained by Billy's brother to rule the streets with an iron fist. The Black Warriors include the giant Abobo, the drum-throwing Lopar, whip lashing Lynda, and Chintai, Master of Karate. Then, of course, there's the Shadow boss himself – Jimmy Lee .

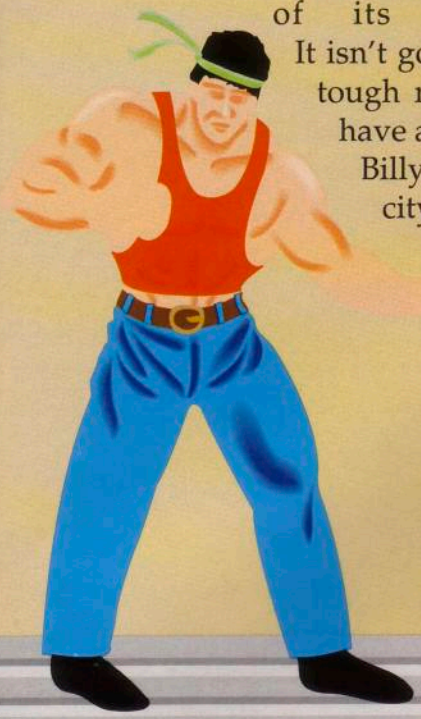
At the end of each mission, Billy will be thrown in with one of the tougher Warriors in a no-holds-barred fight. Even on the first mission, where Billy faces Abobo, he's going to have his work cut out!

USING WEAPONS

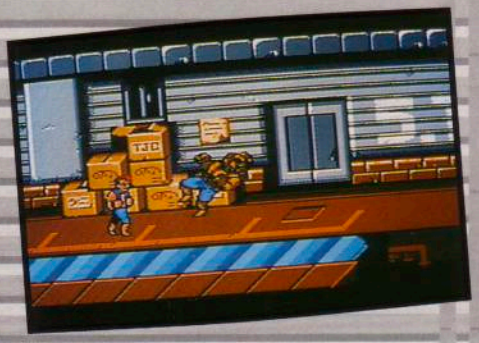
"Double Dragon" Warriors aren't trained to use weapons, but, if his enemies drop a club or whip at his feet, Billy will most certainly make use of it. Even though they are more effective, weapons don't give as many experience points as punches, so use them only when absolutely necessary.

FIGHTING IN THE STREETS

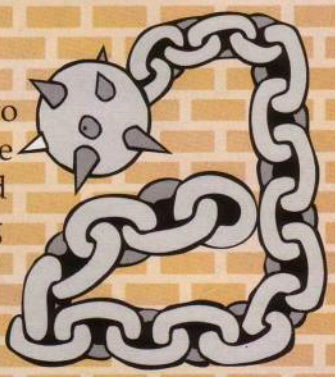
"Double Dragon – The Original" features the four daring missions (stages) of the coin-op game, capturing the adrenal pumping excitement of its arcade counterpart brilliantly. It isn't going to be a picnic getting through these tough mean streets – but you're sure going to have a lot of fun trying!

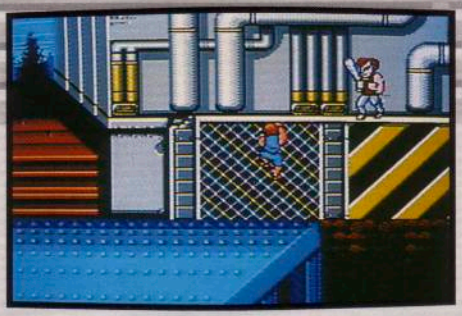


Billy's quest begins in the very slums of the city, a place where even rats no longer dwell. He will get his first taste of things to come here, including an ambush by Linda and her motley crew, and a face to face (or should that be stomach?!) confrontation with Abobo! If he makes it past the slums, Billy will find himself in an Industrial Area, where Williams waits to deal out his own kind of punishment with clubs and grenades. Throughout mission two, Billy will find himself scaling fences, climbing walls and leaping over large pitfalls, until he reaches the showdown with Chintai on the very top of a huge generator.

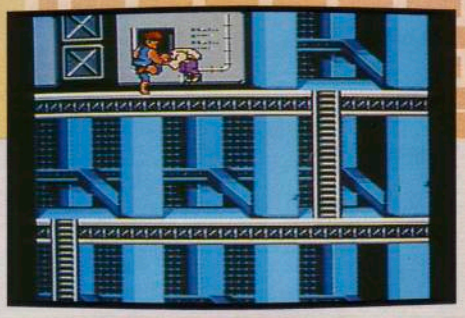


Surrounded by caves and trees, Billy next has to reach the secret entrance to the hideout of the Shadow Boss. No easy task since he's attacked from all angles by just about every remaining member of the gang! On top of that, Abobo makes another unwelcome appearance – and this time, he's bringing his brother for back up!



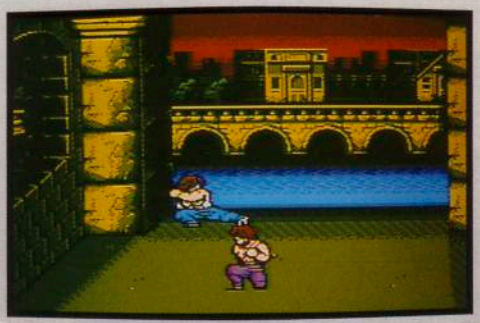


"Double Dragon – The Original" is one of the classic Game Paks, crammed full with fresh ideas and absorbing action. We've been playing for the last few months, and, somehow, we expect that it will keep us going well after the New Year has gone! Not to be missed!



TWO PLAYER ACTION

On top of the great arcade game, "Double Dragon" also contains one of the best 'one-in-one' fight sequences that we have ever played! Choose your favourite character, and then take on either the NES or a friend in a real action packed fight! This helps us sum up "Double Dragon – The Original" in one word – Knockout!



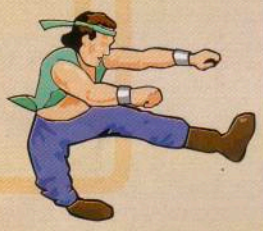
双截龍 DOUBLE DRAGON The Revenge

YEARS LATER ....

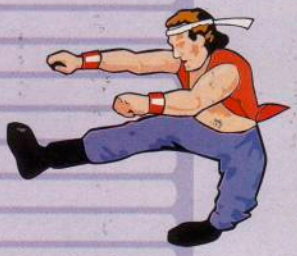
Billy and Jimmy are back for more - and this time they're fighting together! Ever since Jimmy deserted the ruthless Black Warriors, they've been looking for revenge - and now they've found it! Changing their name to the Black Shadow Warriors, the gang once more went after Marion - only, this time, they killed her! On top of that, they now look like they're going to take over the whole city. Can our "Double Dragon" Warriors stop this army of thugs ....?

THE MISSIONS

A novel addition to "Double Dragon 2" is that you can have simultaneous two player games, giving some of the greatest duel play that we've seen in a video game! This allows both brothers to take out their own personal revenge on the street gang - so there's going to be a lot of fighting going on! The game even has three different skill levels of play - PRACTICE; WARRIOR, which is identical to the arcade version; and SUPREME MASTER, which goes beyond the arcade game! Only on the third level can you truly defeat the Black Shadow Warriors - and, possibly, experience a tear-jerking miracle! There are a total of nine 'missions' for the "Double Dragon" duo to conquer. They'll encounter some real hardcases along the way, finding themselves fighting in dimly lit caverns, moving steam boats, flying helicopters and lots more. It's going to take all their knowledge and expertise to defeat the Black Shadow Warriors this time!

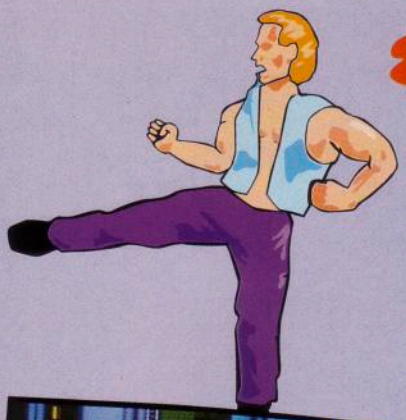


NEW TECHNIQUES



Carrying on in the "Double Dragon" tradition, the brothers have all of the old moves available - and some new ones, too! Aside from the jump kicks, shoulder throws, punches and hair pulls, Jimmy and Billy can now perform spinning cyclones and hyper uppercuts that really send the enemies flying! These, and all other new techniques require precise timing, and the brothers will find that, with time and experience, they'll be easier to perform.

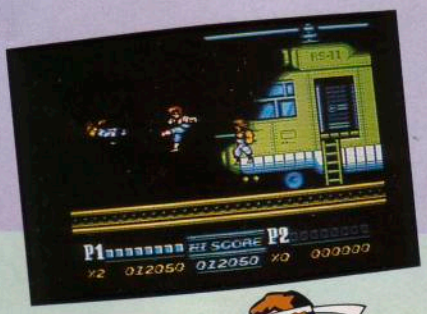
As in the original Game Pak, weapons can be used. However, now, they are even more dangerous, so the heroes have to be careful not to be on the receiving end of any of them!



MISSION 1

It all starts here! Enter the Black Shadow Warriors turf, and show them just who they're messing with! They'll come at you from all angles, so don't be too clever - just clear the place out and head for the roof ....

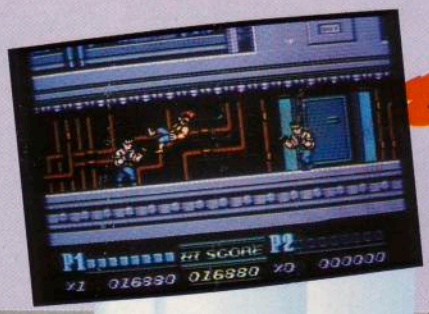
MISSION 2



On the roof, you'll find a heliport - but not until you find a number of trained warriors waiting in ambush! Be careful not to fight near the edge of the building - your adversaries will only try to use that to their advantage!

MISSION 3

A rocking helicopter isn't the best place to fight of your brutal enemies - especially with an automatic door, opened at the most inconvenient times! Some of the gangs toughest members are heading for their undersea base, and they don't remember inviting you along for the trip, so don't expect an easy ride!



MISSION 4

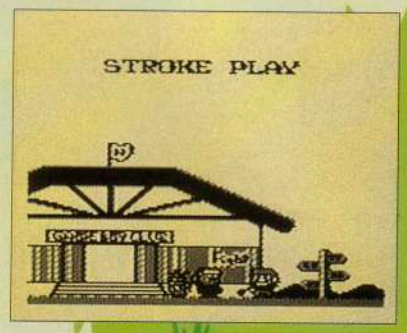
The warriors undersea base is a real maze, with ceilings low enough to knock high-flyers flat on their backs, so no showing off! Muscle bound freaks have been put on alert to stop all revenge seeking hero's, and you certainly come under that category! It looks tough already - and that's only half of the game! However, it can be done, so get out there, and take out your revenge in "Double Dragon" style!

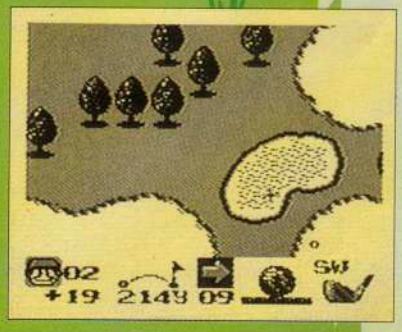
INTERMEDIATE SCREENS

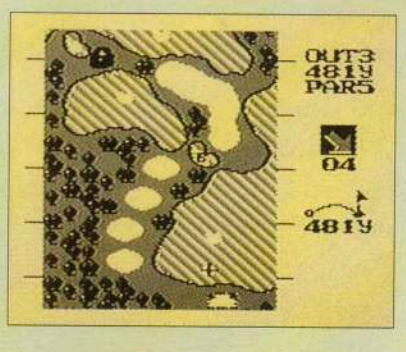
Having a picture-story in between levels seems to be flavour of the month at the moment - and few games do it better than "Double Dragon 2"! Atmospheric cinema sequences draw you into the exciting storyline so much that you'll find it hard to stop playing.

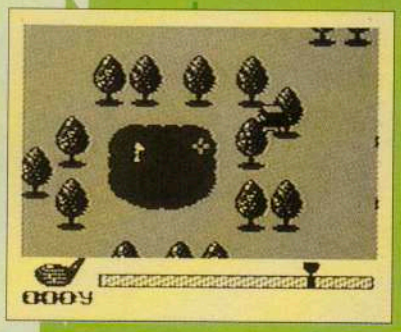
Tee off on the greatest video game golf courses with Nintendo's Golf, which comes complete with a two player option, a save facility, and even a caddy to carry your clubs between the greens!

Both the Japanese and the US courses cover 18 holes, each one complete with water obstacles, boundaries, bunkers, trees and a wind factor to consider. To make your shot, you first have to place the cross-hair to aim, select your club, and then take your swing. The types of shot that you can play are amazingly versatile- you can curve the ball, put back-spin on it, or hit it high or low. This allows the more seasoned pro to use the complex shots to take their total scores well under par!





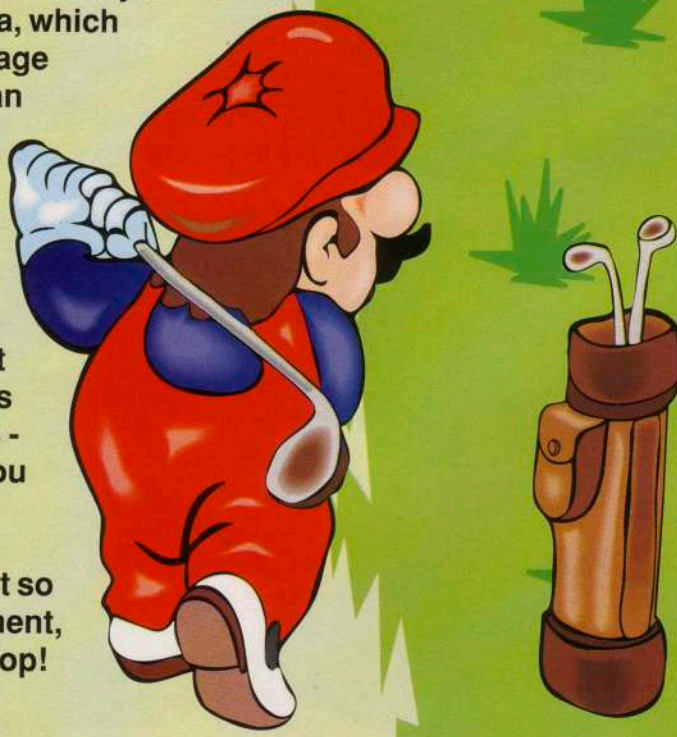




Once you reach the Green, then out comes the Putter and you can go for the hole. Arrows indicate the slope of the area, which you will need to counteract with your aim. If you manage to score a Birdie (one below par of the hole) or an Eagle (two below), then your Caddy will give a round of applause - a hole in one warrants something even more special!

Your position and statistics are saved to the cartridge every time that you play a shot, which allows you to go back to exactly the same place as you were least time that you played. Also saved are your best scores for each course, along with the all-time high scores - and, if you manage to beat the club record, then you will win the keys to a brand new convertible car!

Game Boy 'GOLF' is absolutely brilliant, and it is just so addictive! The graphics and tunes add to the enjoyment, and once you start playing, you won't be able to stop!



Pinball will soon be arriving on the Game Boy, and, in true Nintendo style, its got loads of extra features that make their games so special!

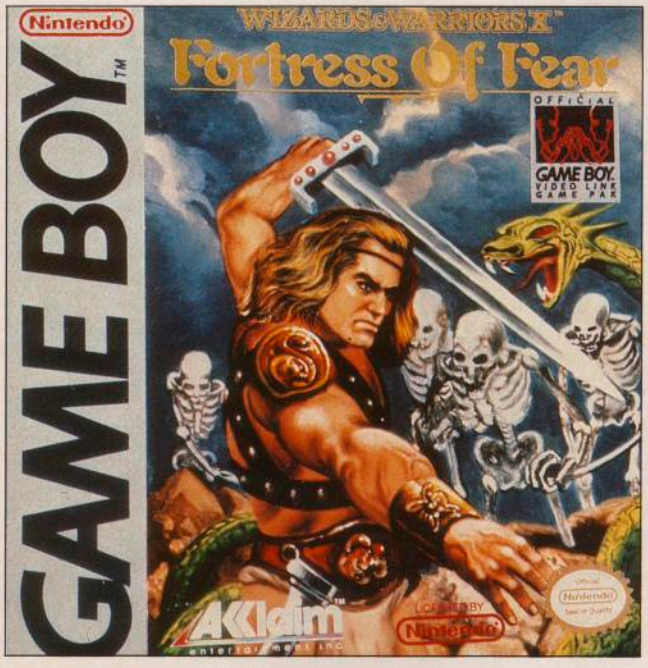
Played over three scrolling screens, the obvious idea is to knock down targets, flip the ball onto bumpers, and shoot for the bonus holes to attain mega high scores. Innovative bonus screens are included in abundance, making this more than just 'another' pinball simulation!

"Revenge Of The Gator" couples superb graphics with fast and furious pinball action - and, exactly like all other Game Boy games, it's just so addictive!

The latest puzzle game soon to be hitting the Game Boy will really have you tearing your hair out! Kwirk is like a cross between "Tetris" and "Solomon's Key" - only, it's probably more absorbing!

The idea is to guide Kwirk around different screens, manoeuvreing blocks so that he can reach the exit. There's no blasting or fighting here - the only weapon you've got is your brain-power! Some blocks rotate, some slide, and others disappear into black lava - it's up to you to figure out how to move them to allow you to proceed to the next stage.

"Kwirk" is brilliant - "Tetris" fans will revel in it!



The mighty Kuros is back - and guess who's coming to the Game Boy with him? It's the evil wizard, Malkil - arch foe of Kuros in the NES Game Pak - and he's out to give our hero even more grief!

In this multi-level adventure game, Kuros has to infiltrate the wizard's castle, battling against all sorts of weird creatures. Dragons, giant bats, haunted cannons and other ghostly creations are all guarding the castle, and attack Kuros on sight.

There are plenty of items and treasures to collect as the brave knight battles Malkil's minions. Magic shields, daggers and valuable gems can all be found, and will help Kuros in his quest.

"Wizards And Warriors - Fortress Of Fear" is the first adventure game on the Game Boy - and it sets standards that will be hard to surpass!

PLAYERS' PROFILES

Name: Thomas Mairwöger
Country: Austria
Age: 13
Favourite Games: Legend of Zelda, Super Mario, Metal Gear

Best NES Scores: Castlevania - finished after 4 days. Adventure of Link - finished after 1 week. Metal Gear - finished after 1 week
Hobbies: Playing Nintendo
Ambitions: to become a Nintendo Game counsellor

Name: Michael Merkelbach
Country: Holland
Age: 11
Favourite Games: Soccer (because I always win!) and Simon's Quest

Best NES Scores: Beating level five of Soccer 7-0
Hobbies: Soccer, Tennis and playing the NES until it gets really hot!
Ambitions: Simply to carry on playing the NES as much as possible!

Name: Pierre Ives Jaillard
Country: France
Age: 14
Favourite Games: I have got a soft spot for adventure games such as Zelda and Metal Gear but I am nuts about games with brilliant graphics such as Blade of Steel, Silent Service and Batman.
Best NES Scores: I finished Metal Gear in 4 days (battle fought in the holidays).
Ambitions: My biggest ambition is to take part in the Tetris World Championships. I was surprised to learn that there are championships on the NES but I'll need some serious training if I want to get there.....

Name: Garbi Gulierrez
Country: Spain
Age: 12
Favourite Games: Super Mario Bros.,Super Mario Bros. 11

Best NES Scores: Finishing SMB in record time!
Hobbies: Listening to music, especially Depeche Mode, and writing poetry.
Ambitions: To write more poetry, and to tell everybody that I have completed Super Mario Bros!!

Top Five Games

What are the favourite Game Paks among NES owners? Find out right here! Club Nintendo readers all over Europe have sent in their top five, and below, you'll find out just what the results were!

1 SUPER MARIO BROS. 2
2 ZELDA II: THE ADVENTURE OF LINK
3 THE LEGEND OF ZELDA
4 SIMON'S QUEST
5 TEENAGE MUTANT HERO TURTLES

Keep those votes coming in from now on, everybody who sends in a top five will be entered into a random draw, with the first five names that are picked each winning a UNIQUE NINTENDO BASEBALL CAP!
You cant buy these in the shops - the only chance you have to win one, and be the envy of all your friends, is to send in your favourite top five games list. What could be better?!

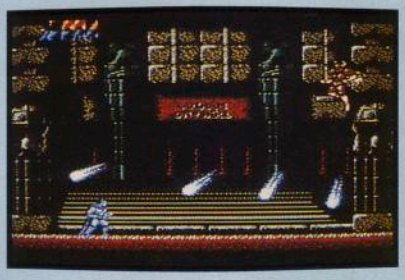
Send your list in (order of preference) to: Luigi's Top Five, PO Box 104, Fareham, Hants, PO16 8UR

Tips & Tricks

BATMAN

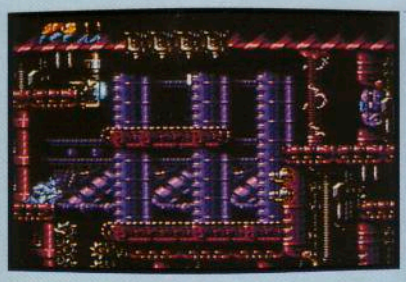
Help the Dark Knight beat the accused Joker with the following tips on levels one to four!

KILLER MOTH!



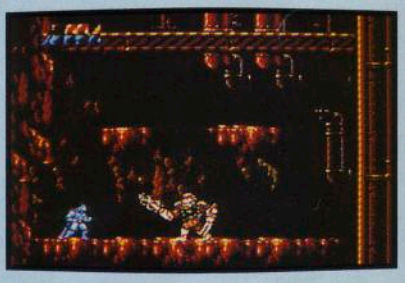
The Moth, sent in by the Joker to destroy Batman, fires lethal fire bolts in the direction of our hero. However, there are 'safe' zones on each side of the screen - position yourself in between two of the bolts and then let him have it with the boomerangs as he swoops down towards you.

AXIS CHEMICAL FACTORY...

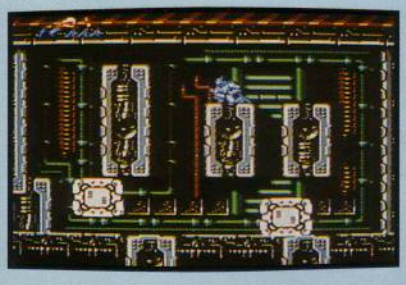


Once Batman has fought through to the nerve centre of the factory, he must locate and destroy the Machine Intelligence System. First, he will need to take out the two cannons at the foot of the screen - use the gun from the left hand side and duck, and jump the bullets, while returning fire. Next leap up next to the electric force field, and fire to the left, taking out the pulsating blue generator, causing the barrier to disappear. All that you need to do now is punch the other blue generator in the top right of the screen, and you will go to the next stage.

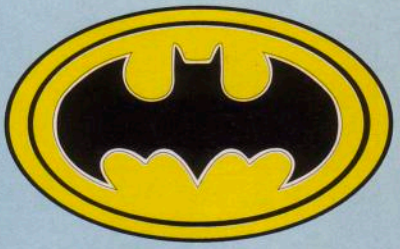
THE ELECTROCUTIONER?



He's mad, he's bad, but he's not unbeatable! You will need to enter with full life, and then just throw boomerangs at him as fast as possible. Don't worry about dodging his moon shaped beams, your boomerangs will destroy him long before the Dark Knight falls!



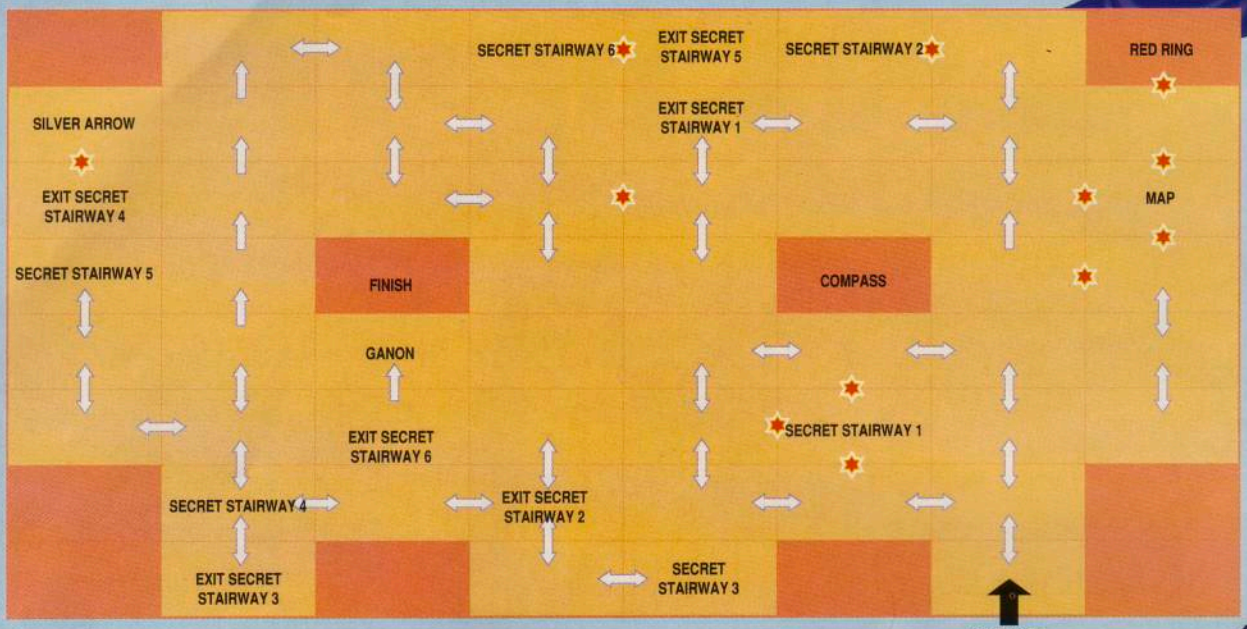
DUAL CONTAINER ALARM



These dual containers have been designed to stop any intruder, so Batman is going to have his work cut out surviving this ordeal. To begin with, stand on the top left hand platform, face left and punch the first vehicle as it comes up towards you. When it is destroyed, jump down to the left hand side, and punch the vehicle as it comes down.

THE LEGEND OF ZELDA

Christmas it may be, but that doesn't mean that we have to extend the hand of goodwill to the evil Ganon! All you Links out there who are having a hard time in the final labyrinth need worry no more - help is at hand! Below you'll see a map of level nine, with all of the secret passages marked so that you can find Ganon without too many problems. Defeating him is another thing, though.....



Mike Tyson's PUNCH OUT!

Here's something that we have managed to keep quiet for quite some time - the code to reach Mike Tyson himself!! Before you fight Kid Dynamite, though, you will need to gain experience against all of the other fighters, otherwise you will just be asking for trouble! If you have what it takes, enter the following code for the Dream Fight. And remember - it may be Christmas, but Tyson isn't going to 'present' an easy challenge!

TYSON CODE: 007 373 5963

If you've already managed to beat Tyson, then try your hand at fighting in another world circuit. To reach this reordered line up of boxers, enter 135 792 468, and leave the last digit at 0 - but don't press the A button just yet. Instead, press and hold the select button, and press the A and B buttons at the same time.

Our final code for the festive season will allow you to see the end of game credits (it's a lot more satisfying if you actually go through the game properly!). You enter it in the same way as the code above - type in 106 113 012, leave the last digit at 0, and press SELECT and A and B together.

ASK THE PROS

SUPER MARIO BROS. 2

HOW DO I OVERCOME WART?

To defeat Wart, Mario has to stay at the left hand side of the screen, directly above the far left vegetable pot. When a veg leaps out, grab it, and throw it at Wart just as his mouth is opening, but before any of his bubbles come out. This takes quite a bit of practice to perfect, so have patience!!

HOW DO I DEFEAT THE GUARDIANS IN PALACES 5 AND 6?

ZELDA II
The Adventure of
LINK

The palace five guardian, Gooma, is a giant troll who wields an iron spiked mace. He is probably the toughest opponent that you will meet. To defeat him, Link should first cast a Shield and Jump spell, and then keep jumping around, until Gooma tires. Then, make a single hit, and jump back to avoid his mace. simplyrepeat this maneuver until Gooma is defeated.

Barba, the guardian of palace six, is a giant dragon, making a desperate effort to try and stop Link. When he enters the room, Link should immediately make his way to the center pillar, and cast a Jump, Shield and Reflect spell. If Barba rises from the lava pool on the left or right of Link, then jump and stab at him, making sure that he doesn't fall into the lava pool. If Barba rises anywhere else, then just kneel down and face him. Repeat the first manoeuvre until he is destroyed.

LIFE FORCE

HOW DO I DEFEAT ZELOS?

Defeating the final enemy is not too difficult, as all that is needed is patience and quick reflexes. Place your spaceship at the bottom of the screen, in the middle - then shoot the snake in the head, and follow it around, left and right. When he attacks you, try to reposition yourself at the centre-bottom of the screen, as, here, you can avoid his firepower. When you have defeated the snake, return to your normal position, and keep firing at the eyeball. This will explode quite quickly, leaving you to make your escape...

Readers Tips & Tricks

If you've got a problem, and you can get through, then call the Nintendo Helpline on 0626 65500. Game Counsellors man the line from 3 pm until 9 pm every weekday (except Wednesday), and also on Saturdays from 9 'til 5. Alternatively, you can write in to Ask The Pro's section at the normal address with any queries you might have.

Also, if you have any tips for Nintendo's games then share it with thousands of other readers by sending them to the following address: Readers Tips, Club Nintendo, PO Box 104, Fareham, Hants, PO16 8UR.

ZELDA II
The Adventure of LINK

The guardian in the final palace can be reached by doing the following -

From the start, go down the first elevator, and turn left. When you reach the next elevator, go down, turn right and continue to the end. Go down, then right, and continue doing so until you reach a screen in the shape of a crossroads. Going left will find a Link doll (extra life), while right will give you a fairy.

From the crossroads screen, go down, then left. Break the bricks lining the floor, and, after breaking the 12th and 13th brick, you will fall down an invisible hole. Go right, and fall down the hole between the lava pits, and you will be just to the left of your final battle...

James Perratt - England

SOLOMON'S KEY

On level three, create a block in the top right corner, and then destroy it - you will be rewarded with an extra life!

S Golly - France

If you touch one of the three jewels with Dana's wand, it will change into a blue object, giving you a fireball!

Fabienne Molmy - France

LIFE FORCE

When you are steering through the horns at the start of the game, if you reverse toward the back of the second one at the top of the screen, and you will see your score rise rapidly - by 5000 points!

N Roskelley
England

BATMAN

Here is a safe, and easy way to defeat the 'Javelins'.

Select the batarang, and stand just out of reach of the Javelin's spear when it is extended. With careful timing, fire a batarang just as the spear is fully extended. This will destroy your enemy in one hit instead of four, saving ammunition for later obstacles.

J Stoker - England

GHOSTS'N GOBLINS

To defeat the Devil, take the firebombs or the axe, and you will find that 8 to 10 hits will defeat it. If you take any other weapon, it will take nearly twice as long!

C Dufour - France

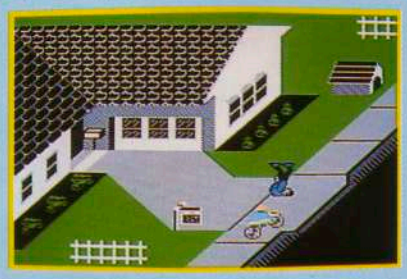
VIDEO SHORTS

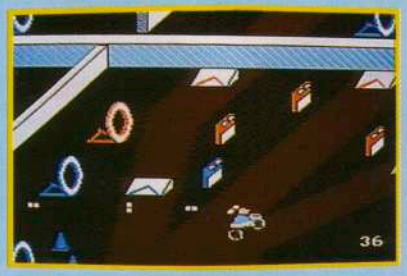
PAPERBOY

Have you ever wondered what it would be like to deliver newspapers on the craziest streets in America? Well, the job's yours, courtesy of Mindscape in their great coin-op conversion of "Paperboy".

To complete his delivery round for the week, Paperboy must ride his trusty bike from house to house, avoiding all of the dangerous neighboorhood nuts that block his path. These include out-of-control housewives, berserk breakdancers, rabid dogs and high speed skateboarders - well, nobody said it would be easy! However, don't get too disheartened, as Paperboy is not entirely defenceless - he can stop the pests in their tracks by hitting them with his newspapers. He can also get his own back by smashing the windows of houses not on his delivery round!

Paperboy can get new subscribers from day to day by delivering papers to all of his customers, but, should he fail to deliver ANY of them, then he'll just get the boot! Additionally, to improve your throwing arm, there's a training course at the end of each day.

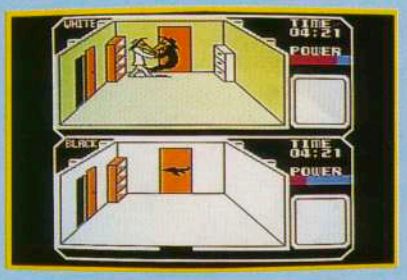




It's madness and mayhem all of the way in "Paperboy", which means hours of fun are guaranteed!

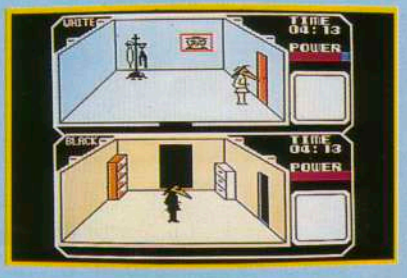
SPY vs SPY

Fresh from their undercover escapades in the pages of Mad magazine, those dastardly spies are ready to hit the Nintendo Entertainment System! They'll never rest until one of them is victorious, so choose your favourite, and enter the wacky, double crossing world of "Spy vs Spy"!!



Both spies are on a timed mission to uncover the secrets of eight huge foreign embassies. The action takes place on a split-screen, which allows for great simultaneous play, as well as a normal one player game. The idea is to take your spy through the embassy, hunting for classified government documents, and other secrets. Your opponents' aims are exactly the same, so you will need to slow him down in whatever way you see fit. A few cunningly concealed booby traps, such as bombs, snares and even buckets of acid, can be used to momentarily dispose of the other spy. Of course, he can lay traps for you too, which means plenty of mad-cap capers, with both spies constantly trying to outwit each other!

Once you have collected all of the secrets, dash for the door and fly to freedom, reaping the rewards of outwitting your deadliest foe! "Spy vs Spy" gives you all the humour and frenetic pace of the comic strip, with the added bonus of being able to trick, double-cross and ambush your friends in the hilarious two-player mode!

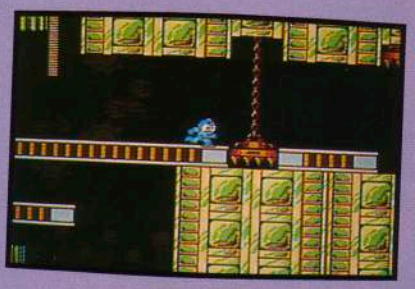


Sneak Peeks

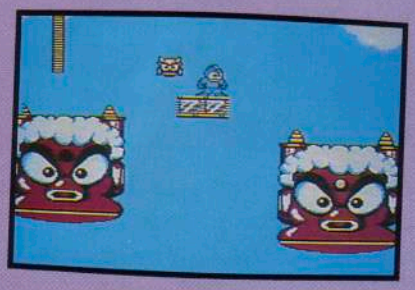
A look at a selection of game packs to be released soon.....

MEGA MAN 2

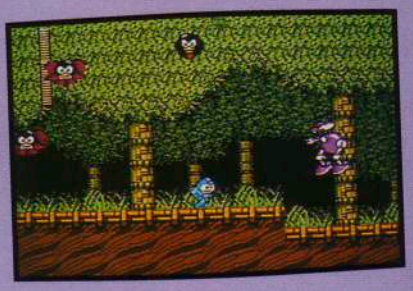
Dr Wily, the most evil and power-crazed scientist in the world, is back!! He has created eight fearsome new henchmen, and his first scheme is the destruction of his arch-enemy, Mega Man! The world's toughest superhero is equally ready for the scientist, though, and intends to rid the world of him forever!



There are eight different levels for Mega Man to battle through before he can reach Dr Wily, with a guardian at the end of each one. As in his first adventure, Mega Man can utilise the special weapon of each villain, once he has defeated them. Dr Light, Mega Man's creator, has also granted him three extra pieces of equipment to make his arduous task just a little easier. he Levitation platform, Jet Sled and Wall Walking platform allow our hero to cross otherwise impossible obstacles.



With all the features and furious excitement of the original, and much more, including improved sound and graphics, **"Mega Man II"** is a must for any dedicated gameplayer - can you afford to miss it?



STEALTH A·T·F

You lower yourself into the cockpit of a new high-tech Stealth AFT fighter plane. Gripping the controls, a shiver of anticipation runs down your spine, and adrenalin courses through your body. This is it! You're a rookie and you have just been given your first mission - seek and destroy four elite enemy fighters.

You are given the all-clear by the control tower, and, after a silent prayer, you ease forward on the throttle. The G Force pushes you further back into your seat, as the plane reaches take off speed, and rises gracefully into the hot humid, desert air. You nervously scan the skies, ready for the inevitable dog-fight and, then, on your radar, you see small blips. The enemy are within range! It's time to put all of your years of extensive training to the ultimate test - there's no turning back now! You take a deep breath as the first enemy fighter roars past on your left, catching you in it's vapour trail. The second does not escape you, and your onboard computer's high pitched beeping lets you know that your missiles are locked on. Your eyes narrow in the brilliant sunshine as your finger hovers over the fire button....

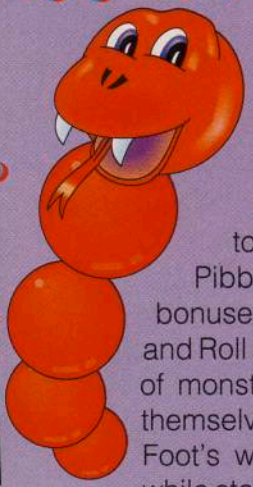
PIN·BOT

Now you can become a pinball wizard on the NIntendo Entertainment System - "Pinbot" is the space-age arcade sensation that takes Pinball to the very limits, and beyond! Watch as the ball richochets around the Pinbot table, and listen as the computer synthesized voice of the "Pinbot" itself informs you of bonuses and dangers to come!

The aim is to advance through all of the planets of the Solar System, achieving mega scores as you go. To begin with, your journey takes you into the bleak ice-cold planet of Pluto, and from there you travel through all of the planets, each one warmer than the last, until you reach your ultimate destination - the SUN! But, beware, because the hotter the planet, the hotter the action! Only those with the sharpest reflexes will achieve the great scores worthy of a "Pinbot" champion! You can gain extra points by hitting the high scoring areas of the Pinbot world - drop the ball down the vortex, race up the solar ramp, or try your luck on the jet bumpers! The choice is yours in this highly addictive, all-action game!

"Pinbot" is the pinball of tomorrow played on today's NES!

SNAKE RATTLE N ROLL



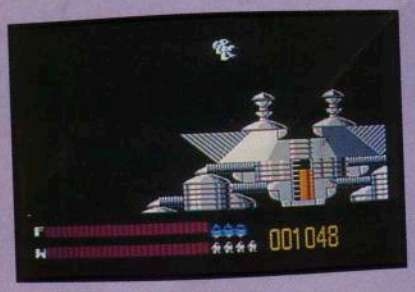
In a checkerboard world inhabited by Big Foot, Jaws, Krazy Seats and Nibbly Pibbleys, there lives Rattle and Roll. These guys are two of the wildest snakes you are ever likely to meet - they live to gobble Nibbly Pibbleys and explore their huge three-dimensional land.

This is a game that you can play alone, or in two snake simultaneous mode with a friend. The idea is to travel through each level, using your tongue to grab any unsuspecting Nibbly Pibbleys, and watching out for the bonuses. Remember, though, Rattle and Roll are not alone - there are plenty of monsters who cannot wait to skin themselves some snake! Get in Big Foot's way, and he'll stomp on you, while stay in the water for too long, and it's supper time for Jaws. Our reptilian friends are not entirely defenceless though - a well aimed lash of the tongue will get rid of even the most persistent pest. Once Rattle and Roll have had their fill, just ring the bell at the end of the level, open the door and move on for plenty more fun and games.

"Snake, Rattle and Roll" is a unique game from the programmers at Rare. Anyone with a wacky sense of humour will love this one!

SOLAR JETMAN

THE SEARCH FOR THE GOLDEN WARSHIP



Life's not easy in the intergalatic salvage business. The hours are long, and the rewards can often seem less than bountiful. Despite this, Solar Jetman is determined to strike it rich - so he has set out for the uncharted depths of space to collect and rebuild the parts of the ancient Golden Warship...

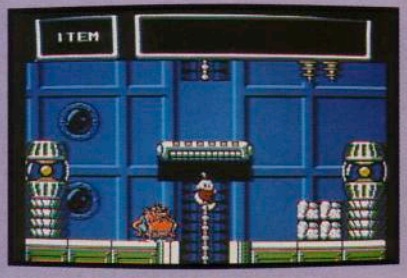
Jetman must travel from planet to plant, collecting all of the pieces of the ship. Each planet poses a considerable threat, for not only has he got to avoid being zapped by angry aliens guarding their junk, he also has each planets gravitational pull to deal with! Jetman can protect his salvage pod by collecting items and gems, with which he can buy vital equipment such as extra weapons. Within each level there are warp zones that will take you deep within planets - Jetman must use these to collect the warship parts, and other such items.

If you can learn to overcome the constant pull of gravity, and can avoid the incensed aliens, there's a fortune to be made. So, be brave, be bold, and go for it!

Disney's DUCK TALES

"Duck Tales" is all about the miserly Uncle Scrooge, who's greatest desire in life is money, and he'll do anything to get it - including risking his own neck!

To get his hands on the hard cash, Uncle Scrooge has to make his way through five different levels of play. He can do the stages in any order he wants, including exploring the Amazon Jungle, braving the home of Count Duckula, and even taking a journey to the moon! Uncle Scrooge has got some kindness in his heart, of course, so during the game, he must rescue his kidnapped nephews and friends. There's a lot of work, and plenty of excitement to be had helping our feathered friend complete his tasks, and, to make the game even more challenging, there are three skill levels.

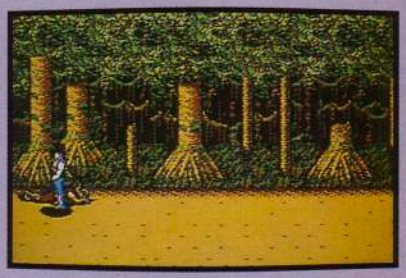


With superb cartoon-style graphics, and unbeatable playability, "Duck Tales" will be enjoyed by all fans of these lovable Walt Disney characters, as well as those just looking for a great game!

BAYOU BILLY

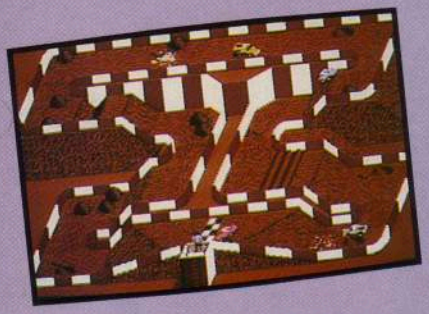
Billy's girlfriend, Annabelle, has been kidnapped by the evil Gordon, and taken back to the villain's huge estate! Like any hero worth his salt, Billy has vowed to get his beloved back, but first he has to fight his way through the many treacherous levels of Gordon's estate!

In a unique game that combines the use of both the control pad and the Zapper gun, Billy has to utilise a great deal of guts and courage if he is to succeed. He begins in the swamps, with only his fist and feet as weapons. However, a few well-aimed kicks will soon relieve Gordon's thugs of their weapons, allowing Billy to pick them up, and use them instead. The Zapper Gun comes into use on the second level, where Billy is ambushed by more thugs - pick them off before they shoot you! He'll also have to steal a truck and make a desperate dash across the desert to carry on his relentless pursuit of his girlfriend's kidnapper!



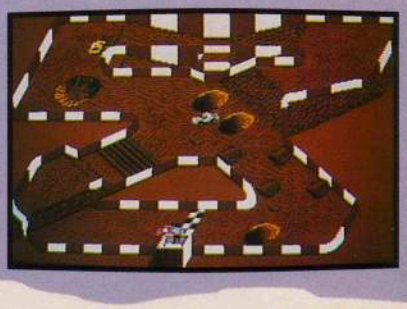
"The Adventures Of Bayou Billy" has so much to offer - fights, chase sequences, Zapper action and a whole lot more. With this superb Game Pak, hours of fun is guaranteed!

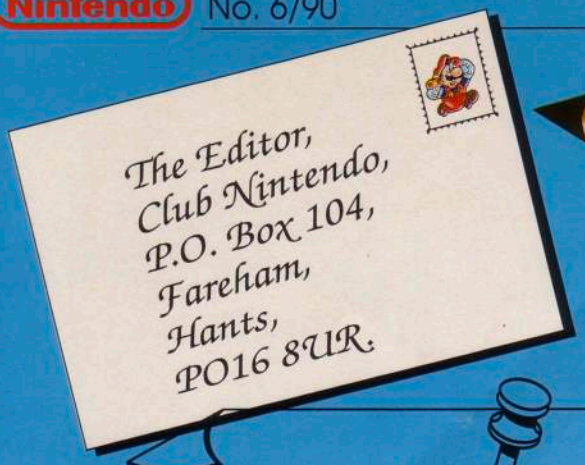
SUPER OFF ROAD



Climb into your cars, fasten your belts, and put on your crash helmet, because all of the thrills and spills of all-terrain motor racing are roaring onto your NES soon!

The lights go green, and you're off - racing the computer, or battling it out with your friends, on a variety of rough, pot holed tracks.The blistering pace never slackens, and there's no room for error! You're in control of a turbo charged mean machine, that needs careful handling if the first car past the chequered flag is to be yours. After each race, you will be awarded prize money - the better your finishing position, than the more cash you receive. Spend it wisely to soup up your racing car with a number of spare parts. he top engines and turbo-chargers may be expensive, but, if you want to leave the competition in your exhaust shrouded tracks, you have to buy the best! You can almost smell the burning rubber and hear the roaring engines as the cars race around the track. Definitely not for Sunday drivers!





Mailbag

GAME REVIEW

Dear Editor

I would like to tell you my comments on my latest Nintendo Game Pak, "Batman". The graphics are excellent, especially the starting screens which explain the story of the Joker, Viki Vale, Batman and Gotham City. I also like the Batmobile and the Joker when they appear in between stages.

Gameplay is just like the graphics - excellent! It is difficult at the beginning of stage three, though, because of the Jaders.

Overall, the game is very good, and I recommend Batman to all Nintendo owners.

Joseph Nunn
Eastleigh, Hants

Thanks for your game appraisal, Joseph - we reckon that your comments were spot on! Any other budding game reviewers out there?

STAFF HELP OFFERED...

Dear Editor

I am a fifth year at school, and, within eight months I will be leaving, and I would like to work for Club Nintendo! I already know that you have Luigi as a helper (some help! - ED), but many more people are buying Nintendo Entertainment Systems, and the magazine is getting bigger!

My ambition is to work for you, and to be one of the few people who works on the best magazine in the world! I have got every magazine from volume 1, issue 1, and the Nintendo has given me the best three years of my life!

Darren Bullivant
Coventry

Well, you certainly have the right kind of enthusiasm! But Club Nintendo isn't all fun and games - strict deadlines have to be met, layouts designed, photographs taken and letters to be answered. Apart from when a new title initially comes in, which is when it needs to be evaluated and completed within a matter of hours, there isn't a lot of time to play your favourite game paks, and the hours are pretty long too. Of course, it is a lot of fun - but it's also very hard work. You also need a flair for imaginative writing, a good communication knowledge plus a friendly telephone manner (don't ask me how I got the job!).

There actually isn't a position free right now, but we will let you know when there is, allowing you to re-apply. You never know...

IS ZELDA LINKED?

Dear Club Nintendo

I have just read your magazine, and I would like to ask a question - if I bought "Zelda 2 - The Adventure Of Link", would I need the "Legend Of Zelda" to understand it?

James Hoe
Northants

A definite NO! Both titles are separate adventures in themselves, with the only real similarities being the continuing story of Link and the land of Hyrule. Saying that, those who are familiar with the "Legend Of Zelda" would have a little bit of a headstart, as they would know a little about the dangers Link would face.

GAME BOY GAMES

Dear Editor

This Christmas, I will be getting a Nintendo Gameboy, which will go well with my fabulous Nintendo Entertainment System. However, there are only six Game Paks on the back of issue 4-90 - will there be any more? I hear games such as "Batman", "Teenage Mutant Hero Turtles", "Wizards and Warriors" and "Spiderman" have been released in America, will they see the light of day over here?

Also, my kid brother was wondering how many Nintendo games there are in the world?!

G Tennant
Cambridge

If you take a look at the Game Boy sneak peeks in this issue, you will see three of the new games that will be released in the new year - including "Wizards and Warriors: The Fortress Of Fear". There will be many more releases throughout 1991, and we'll be keeping you informed of all new titles as soon as we hear.

As for the amount of Nintendo games that there are worldwide, well, I sent Luigi off to count them all yesterday, and he hasn't come back yet...

The Nintendo Roadshow...

- is coming your way !

The Fabulous Nintendo Roadshow is now in full swing and you can come along to play on the hottest new games, ***Meet Mario***, Club Nintendo president, and win lots of Great Prizes in our free to enter competition.

You can also take up the Nintendo Challenge and win 1000's of prizes in our special ***Small Shredded Wheat*** Competition from November. Simply collect our fun-packed Nintendo Adventure Game scratch booklets - Super Mario's World™, Legend of Zelda™, Cobra Triangle™, and Golf™ - each with two fun adventure games to play, a set of fantastic stickers and our great, easy to enter Nintendo competition.

GAME BOY™

The hottest handheld of 1990's, Game Boy has now hit the streets and is available from Currys, Debenhams, Dixons, Hamleys, Index, Rumbelows, Toys R Us,. Selfridges, Virgin, Woolworths, Boots or your Nintendo stockist. Look out for the great new games featuring state of the art graphics and stereo sound. These incude "Tennis", "Super Mario Land", "Qix", "Golf", "Solar Striker" and "Alleyway", with lots more exciting new titles shortly to be released.

The NINTENDO World of Entertainment